Beyond the Serpent Pillars™

A Journal Describing this New World

by Erstam – Mage

Rendered into English by Andrew Morris – Scribe

Illustrated by Glen Johnson – Artist
(assisted by Gary Washington and Steve Powers)

Illuminated by Al Carnley – Designer

Overseen by David Ladyman – Editor

CONTENTS

FOREWORD 2

LESSONS OF THE PAST 3
- First Age of Darkness 3
- Second Age of Darkness 4
- Third Age of Darkness 4
- Further Ages 4
- Ophidian History 6
- Runic, Ophidian & Druidic 8

A GUIDE FOR TRAVELERS 9
- Cities and Towns 9
- Other Landmarks 10
- Tradesfolk and Commerce 10
- Paths Through Life 13
- Arms and Armour 15

BESTIARY 17

MYSTIC ARTS 25
- Components of Casting 25
 - *Spell Book* 25
 - *Reagents* 25
 - *Words of Power* 27
- Spells 28
 - *First Circle of Magic* 28
 - *Second Circle of Magic* 29
 - *Third Circle of Magic* 29
 - *Fourth Circle of Magic* 30
 - *Fifth Circle of Magic* 31
 - *Sixth Circle of Magic* 32
 - *Seventh Circle of Magic* 32
 - *Eighth Circle of Magic* 33
 - *Ninth Circle of Magic* 34

AFTERWORD 35

CREDITS 36

FOREWORD



Locating the Serpent Pillars took considerably less effort than I first expected, though even now I am still a bit dizzy from the trip. This new land beyond the Pillars is marvelous! Here, free from the tyrannical rule of Lord British, I can further my studies in magic. I know there is still much to see, far too much to observe without record-keeping – for even my mind could not retain the memories of all I see.

* * *



It is perhaps best to note here what made all this investigation much simpler than I had expected. While investigating one of the ruins, I noticed a large, ivory-toned object in the shape of a half moon. As I picked up the item, requiring both hands, I realized it was made of bone. Though I saw no teeth, I surmised I held in my hands the jawbone of some creature. But what could it be?

I returned to my laboratory for further observation. I was able to match the shape to sketches I had made both here and in Sosaria, pleased that I have always had the foresight to note my surroundings in journals. The jawbone matched that of a serpent in all aspects save its size. Then, remembering the many serpentine references I had seen throughout the land, including the runes, I realized what I had. This must be, I thought, an archaic relic, sacred to the continent's original inhabitants. I was holding the jawbone of a giant serpent – a creature they must have worshipped!

* * *

I was determined to learn more. Returning to the ruins I continued my search. Spying more bone-like material, I dug through the debris and pulled out what looked like a large fang. And then I noticed another. And another! Soon I had several such teeth. Back in my study, I set the teeth inside the jawbone. The fit was better than one of Drogeni's lambskin gloves.



Suspecting great powers were now in my possession, I began a series of experiments to learn what secrets I could. It was not long before I had discovered all I needed to know. Each tooth, when set within the jawbone, called forth magical pathways leading to other locations about the land. Sadly, other mages, envious of my new-found power, secreted away most of the teeth, leaving me powerless to explore the entire land. It is for this reason I have departed their petty, thieving company forever.

LESSONS OF THE PAST

I put this history to paper for but one reason: posterity. Future generations should know of the events that led to our emigration to the Serpent Isle, that they may avoid repeating the mistakes of their forebears. Know that ruling power should be granted to no single individual, for such will turn any lord into a tyrant, especially one already weak in character. Mark well what is documented here. Shouldst all my research be for naught, leaving my body lifeless and withered, this record shall be all that is left as a reminder of the past.

What is known of our history begins centuries ago, before the unfortunate Sosarian unification. Eight great kingdoms coexisted, albeit often uneasily, upon a fantastic world. This land upon which we lived we called Sosaria. Despite frequent outbreaks of violence, the times were good and the people happy. At this point, even Lord British, monarch of one of the eight kingdoms, ruled with an even hand.

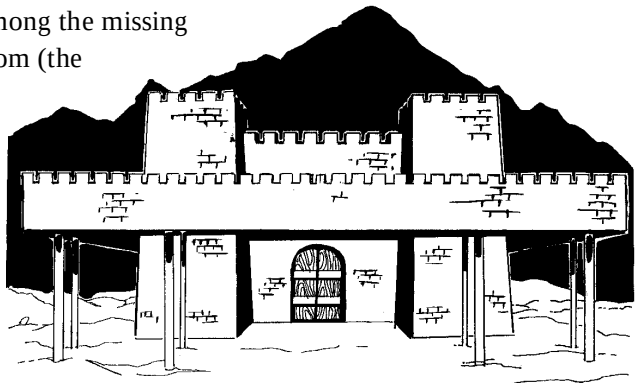
First Age of Darkness

Then came the time when a terrible sorcerer rose to power. The cruel Mondain, seeking the keys to immortality — not a bad pursuit in and of itself — slew his father for secreting away such knowledge. Focusing his awesome powers against the eight kingdoms, Mondain began his onslaught, planning soon to control all of Sosaria.

Lord British, unable to marshal his own forces, summoned a hero — an outsider, no less — to confront the wicked mage and protect his precious kingdom. Only with the aid of this stranger was the land returned to its former state. Mondain's artifact of destruction, the gem of power, was annihilated, as was he.

An interesting note touching on the foreign hero: There were many reports that colorful gates of magical light had begun to appear, gates that seemed to be linked directly with the phases of the Sosarian moons, Trammel and Felucca. Rumors hold that it was through a gate such as this that the stranger didst arrive.

For reasons still unknown, the destruction of Mondain caused great upheaval. As much as three-fourths of Sosaria simply disappeared, wrenched from the world as if it had never existed. Among the missing lands were Shamino's kingdom (the Lands of Danger and Despair), the Lands of the Dark Unknown and the Lands of the Feudal Lords. It is interesting to note that only the realm of Lord British remained.



However, at least some of the missing lands remained within our reach, as I learned when I discovered the secrets of the Serpent Pillars. They were rumored to exist, so the tales of drunken sailors indicated, beneath the surface of the Great Ocean. Other stories mentioned that the pillars would rise only when both moons were above the horizon; some said that the sun itself must also be visible. Yet other tales suggested that the pillars would only appear in the depths of winter. That, combined with speculative essays from long ago, allowed me to lead a group of emigrés to this new land, but more of that anon.

Second Age of Darkness

A scant few years passed before the second age was upon us. Mondain's student, Minax, whose talent for magic and capacity for malevolence far exceeded her tutor (and lover), was now in a position to seek revenge upon the people of Sosaria. Her ability to command armies of the dead brought a terror to the land unknown in earlier times.

Yet again was witless Lord British caught without the power required to stop this wicked ravager. And yet again did the mysterious hero come to the aid of the helpless ruler. The war against Minax's vile legions was long and hard, but the stranger did finally slay the sorceress and defeat her ghoulish troops.

Third Age of Darkness

However, the forces of darkness were not through with Sosaria. Unbeknownst to us all, a horrible creature was brought into being by the union of Mondain and Minax. This spawn, neither man nor machine, came forth from the very floor of the Great Ocean to claim vengeance for the death of its parents.

For a third time, the hapless Lord British was forced to seek assistance. This time, the strange hero appeared to do battle with the beast known as Exodus. To the dismay of all, most especially the hero, Exodus was more terrifying than either of its parents and too awesome to face alone. A mysterious being called the Time Lord was integral to the destruction of Exodus. Together, the hero and the Time Lord felled the powerful beast, ending the Third Age of Darkness.

(Note to self: Seek out this Time Lord. His knowledge of longevity could prove useful.)

Further Ages

With peace at long last a reality, Lord British, considering himself responsible for the salvation of Sosaria, forced the remaining kingdoms to unite into one. This new kingdom he chose to call Sosaria, electing himself ruler. In addition, this self-appointed Lord began to propagate a set a values — Virtues, he called them — of his own devising.



To further establish these virtues, he had shrines erected to each of them, including three forged on the very home island of Exodus — the Isle of Fire. He put forth another challenge, this time for an individual to step forward and become the Avatar, epitome of Beast British's tyrannical virtues.

In the name of these virtues, Lord British turned ethics into law — *his* ethics and *his* law. Details of the injustices spawned by these rulings I will save for future discourse, but suffice it to say there was enough strife to cause our emigration. Several of the wiser communities, Fawn, the Montors and a coalition of mages from Moon, sent members to a secret conclave to discuss possible courses of action. With what information we had, all obtained through my research and investigation, we set sail to find the Serpent Pillars — and what we would come to call the Serpent Isle.

The trip was long and arduous and many gave up hope, myself included. But one morn, surrounded by a storm sure to shatter the rigging of our ship, a sailor spied two great pillars rising in the distance. With a will of its own, the ship sped to them. As we approached, we watched with a mixture of optimism and trepidation. Suddenly, we were blinded by a brilliant flash of white. And then it was over. We were alive and through the storm. One observant lad noticed that the sky had changed; there was a differing set of stars — star-navigation would not be possible until we could learn these new constellations. However, not even half of the next day passed before we were upon our new homeland.

I know nothing more of the history of Sosaria, or whether anyone ever achieved the exalted state of Avatarhood. I expect British has led his people into a fourth Dark Age and can only hope the stranger returns again to save those who chose to remain behind.

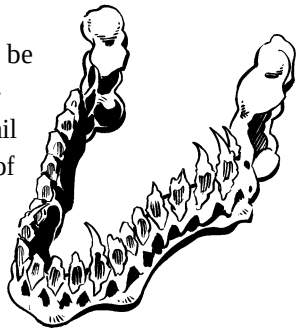
As for the sequence of events following our arrival here, there is far less of interest — by that I mean conflict. Those of us who made the journey came from three principal areas: Moon, Fawn and the sister settlements of The Montors. For reasons of simplicity, the arriving colonists divided up to form three towns based upon area of

origin: Moonshade, Fawn and Monitor, respectively. Though peaceful coexistence is the rule, there is little interaction among the three cities, so information must be transferred via the few travelers who traverse the ancient roads we discovered upon our arrival.

Several colonists are planning a return trip through the great Serpent Pillars, but I expect naught will come of that. It is unlikely a ship could return to the realm of Sosaria, and even were that possible, I doubt the vessel would arrive intact.

Ophidian History

Originally, we had planned to name the continent beyond the Serpent Pillars "New Sosaria." However, what we discovered upon arrival suggested — nay, demanded — a different name. Ruins were scattered about the land, strong indication of previous cultures. Unusual serpentine hieroglyphs covered many of the abandoned constructs, providing us with a better name — the Serpent Isle. Little else in the way of artifacts remained, though there is still much left to explore.



I did discover one item of interest. Actually, it would be more accurate to mention two things. The first is the serpent's jawbone, an artifact that I described in greater detail earlier in this work. However, using the amazing power of the jawbone, which enabled me to travel long distances very quickly, I uncovered a scroll that had survived the ravages of time. It took much time to translate the ancient language, but I suspect the collection of serpents juxtaposed in varying positions describes a set of beliefs for whomever – or whatever – inhabited the isle before we landed. I have recorded the translation here, for those who may one day make use of it:



To those who follow,

I write this in great haste, for I can already hear the forces of Order breaching the keep walls. I know not how this missive will survive to reach the outside lands, or for that matter, future generations. My only hope is that this speedily drafted work will offer record of our hallowed philosophy. For our culture to have any chance of enduring the ages, someone, somewhere, must find this. Please, Reader, I beseech thee, spread the word of our peoples. Release the spirit of our word and learn from the wisdom of the past.

Balance — the harmony between the Principles of Order and Chaos — is the one pure axiom we hold true. All three Principles are symbolized in our hieroglyphs: The Great Earth Serpent, keeper of Balance, lies on a vertical plane, around which the two opposing serpents of Chaos and Order wrap themselves.

Chaos and Order each embrace three Forces. These six Forces, when combined, form the three Principles of Balance. The Forces of Chaos are Tolerance, Enthusiasm and Emotion; the Forces of Order are Ethicality, Discipline and Logic.

Chaos

- Tolerance is that which encourages the acceptance of all things.
- Enthusiasm is the energy that allows one to perform great tasks.
- Emotion is the ability to perceive those feelings that come from the heart, as opposed to those from the mind.

Order

- Ethicality is the belief that there is great value in abiding by rules of conduct.
- Discipline is the drive to complete a task and avoid the distractions that will prevent its completion.
- Logic permits clear, reasoned thought, free from any instinctual biases.

Balance

From the marriage between two Forces, one each from Chaos and Order, come the Principles of Balance:

- Tolerance and Ethicality combine to form Harmony, the ability to be at peace with oneself, other individuals and the world.
- From the union of Enthusiasm and Discipline springs Dedication, that which permits one to surmount obstacles and lead others.
- Emotion tempered by Logic results in Rationality, the ability to comprehend life and understand the world around us.

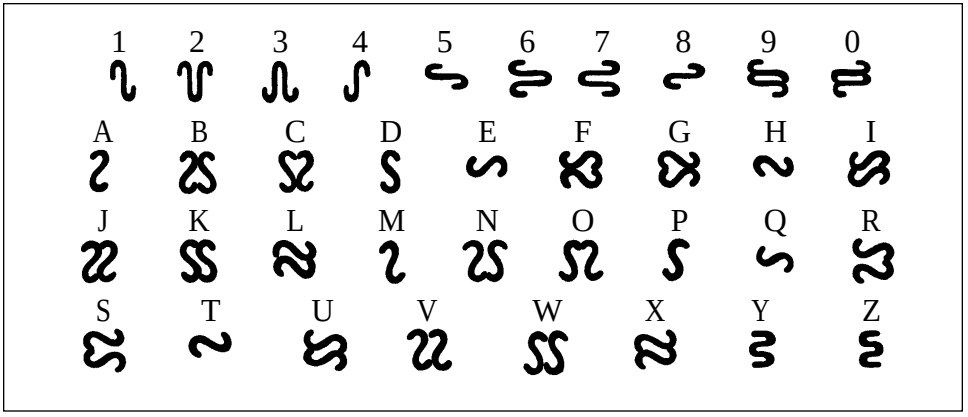
As thou canst surely see, my world has been torn asunder by disregard for Balance — our dearest axiom! If thou dost thrive in a time less violent, I can do no more than plead with thee to help restore Balance to the Serpent Isle! I must end this brief explication here, for I can hear my attackers pounding upon the oaken door downstairs. I wish thee and thy world better fortunes than mine own.

— Ssithnos, The Great Hierophant

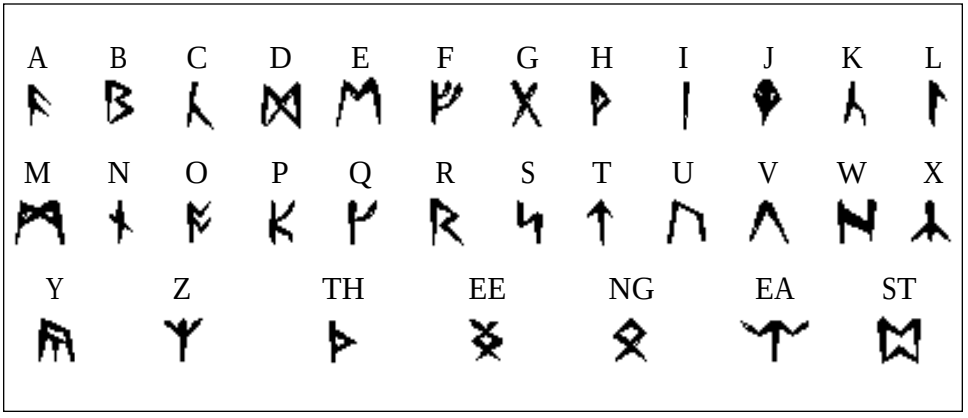
Doubtless the writer was someone of grave import, though this short snippet gives no indication of the author's status save for the mysterious title following the name. I hope to learn more of this and of the war that seems to have annihilated an entire culture. At such time when I have additional information to impart, I will pen more of this unusual land's history.

Runic, Ophidian and Druidic

Here are the original symbols from which I translated the scroll into our common alphabet and language. It is easy to see why even I had difficulty, for the combinations are not intuitive. As my understanding may be slightly flawed, I trust that all who apply my work to their studies will excuse any misinformation. Make what thou canst of it.



I include an alphabet of the druidic runes as well. I do this for comparison's sake only, for I can but hope that any similarities between our language, the druidic runes and the serpentine alphabet will lead to a better understanding of their ancient culture.



A GUIDE FOR TRAVELLERS

Cities and Towns

There are three towns now established upon the new continent. With effort and more than a little luck, each one will flourish and grow into a larger, self-supporting city. Already, they have begun to establish their own systems of rule and currency.

Fawn

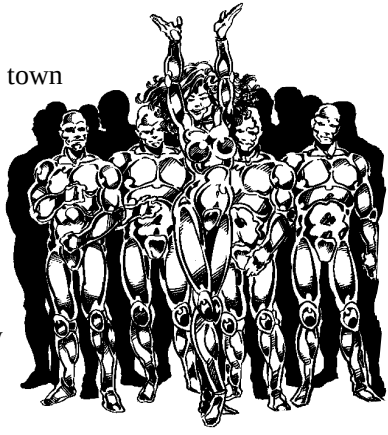
This unusual village is named after its original in Sosaria, which in turn is named for its founding queen. Lady Fawn, renowned for her lovely appearance, held beauty as the one true trait of value. In her honor, the town quickly adopted the same belief. Though Lady Fawn has since died, her rather superficial values continue on. A port town, Fawn's main sources of income are the various sea-based occupations, including ship building and fishing. The currency accepted in Fawn is called the Filari.

Monitor

Though still a warrior-based society, Monitor bears little resemblance to the Two Montors, its source cities. The town is quickly dividing into three clans: the Bear, Wolf and Leopard. Apparently all three seem to have retained their admiration of the principle of Courage, but their competition has reduced such a lofty aspiration to an object of trivial contention. Not even on the definition of Courage can they agree. There are plans to devise tests of mettle, though I expect there will be no cooperation to speed progress along. The coin used by the residents of Monitor is the Monetari.

Later note: The test was constructed. Despite my prediction to the contrary, all three factions worked in harmony to design this challenge. In more than two hundred years, the tenuous ties among the three have weakened remarkably little. However, the lines of division are still present. Members of each clan color their faces with tattoos symbolizing their totem animal.

Moonshade



Both in Sosaria and here on the new continent, this town is dominated by members of my profession. In an attempt to rid ourselves of Lord British's tyrannical rule, we set out, joined by the residents of Fawn and the twin cities of Montor, to find the Serpent Pillars. Upon discovering land, my fellows and I settled immediately upon the Isle of Beyond's lake shores. So far, we have agreed upon government by a council of mages. Those who live in Moonshade trade with the Guilder.

Later note: As the surrounding area is filled with useful resources, Moonshade has attracted a great many artisans. They trade in wood-workings, glass, weaponry and wine, in addition to our own supply of reagents. I know the others are displeased, as am I. However, I find still less pleasure in the ridiculous propositions of my fellow enchanters. Beragdole even had the audacity to claim I was becoming paranoid! I have no need for their petty squabbles and inconsequential spells, for my research has taken me far beyond their capabilities.

Further note: I am forced to withdraw from Moonshade. Like the other two centers of population, the city has prospered and of that I am proud. But the incessant babbling of the Council of Mages, an organization I faulted from the beginning, reaches inside me, wearing at my sanity. There is now a Magelord who reigns over the Council — practically a king! Here, away from the others, I can pursue the true discipline of magic.

Other Landmarks

Swamp of Gorlab

This murky area keeps a very dark secret which the supernatural forces that contain it will not release. It is impossible to enter the swamp itself, for long before one can approach too near, powerful enchantments induce slumber. Many witnesses attest to the veracity of this rumor, but I must see for myself.

Later note: It is truly amazing, but the stories are accurate! Mine own eyes have shown me, though I admit fear prevented me from experiencing this mysterious sleep first hand.

Mountains of Freedom

This mountain range lies due north of Moonshade. There is little of interest within its peaks and valleys, but many people seeking to avoid the unpleasant aspects of larger societies often head for its areas of solitude. There is talk of converting the caverns of Freedom into a prison — the irony of this conversion delights me, but I know not whether anything will come of the plan.

Spinebreaker Mountains

I know nothing for certain about these mountains save their name and location. However, rumors abound that they are riddled with underground lairs and caves.

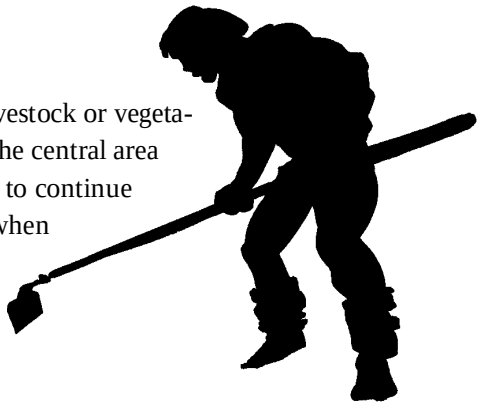
Western Forest

There are rumors of evil beasts dwelling in this place, but I have not yet been able to find my way there, nor have I found anyone who could reliably report to me of it.

Tradesfolk and Commerce

Although I have procrastinated much in preparing this section, hoping to record further development, it seems that our commerce system evolved and stabilized quickly. Our resources show no sign of depletion lo these two centuries. I had

hoped to abandon the ridiculous trappings of coinage that were common in Sosaria, but so many others found barter cumbersome. Therefore, I must resign myself to accepting a currency-based system. Regardless, let me now discuss the practitioners of this form of exchange.



Farmers

This term applies to any who tend either livestock or vegetation for a living. The temperate climate in the central area so unlike the frozen north, permits farmers to continue in much the same way their forebears did when they first arrived. Pass a farmer and one is likely to be offered an egg, chicken, fruit or whatever else they grow.

Merchants

The true proponents of our currency-based economy, merchants seek to buy products in great quantities at discounted prices. Then they sell smaller amounts to the public at greater prices. While bartering rarely prevents the same practice, it does help standardize values. After all, any educated man can determine the value of another good or service based on his need for it.

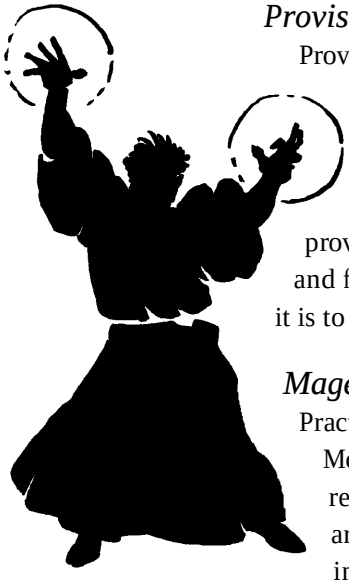


Taverns

I rarely visit taverns, for the trivia spouted by their patrons is never useful in comparison to the knowledge gleaned from study, and food and drink are not reasons to vacate one's dwelling when there is perfectly fine bread and butter at home. Of course, were one interested in song, tales of fantasy and local gossip, then I suppose the tavern could be considered quite enthralling.

Inns

As icy temperatures have claimed more than one traveller's life, especially during extremely cold evenings, several individuals have chosen to offer houses of safety and comfort for those on the road. The price is sometimes expensive, but to those making long journeys, it is often worth the charge. The Inn of the Sleeping Bull, located along the ancient Serpent Highway, is an excellent place to rest a weary body for the night. It once belonged to an enemy of mine, but he is long dead now, and the inn has passed on to more hospitable hands.



Provisioners

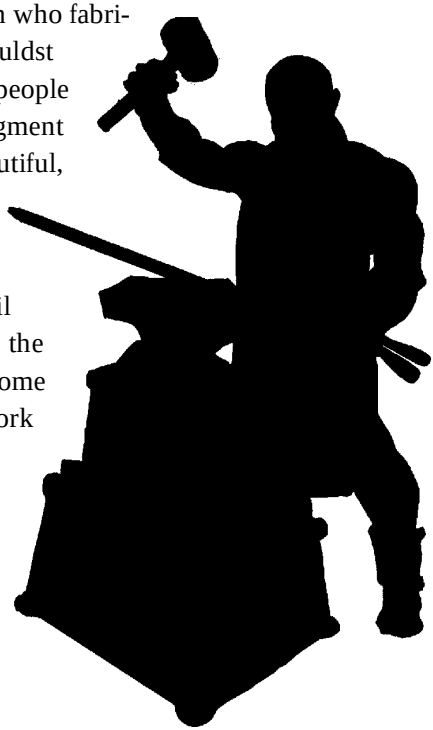
Provisioners are, perhaps, the only true merchant class of quality. They supply necessities, not luxuries. When we first arrived on the continent, it became apparent that we would have a great need for supplies and equipment. A small group chose to become the providers of such items, initially in exchange for shelter and food. When I find myself short on candles or vellum, it is to the provisioner that I go.

Mages

Practitioners of my art — especially those charlatans in Moonshade — are often willing to sell spells and reagents. Weaving magic is expensive and often wizards are forced to this sort of livelihood as a source of income. While I hope never to fall prey to such necessity, I will always be willing to share knowledge with other masters — shouldst there be any — of the arcane arts.

Artisans

This broad group includes all skilled craftsmen who fabricate tools and trinkets for sale. While thou wouldst rarely see me purchasing such baubles, many people desire these objects. And let not my harsh judgment mislead thee — these artisans create quite beautiful, though oft-times useless, works.



Blacksmiths

Those hard-working men and women who toil long over the anvil deserve some mention, for the ability to work metal is not a common skill. Some smiths, called weaponsmiths or armourers, work specifically on forging and selling arms and armour. Others make utensils for eating, chopping and construction. Some have called the smith's skill magic. While we know better than to think any spell craft is involved, the compliment is, indeed, well-deserved.

Healers

Perhaps the only forms of true magic not fully understood by mages are the healing arts. While any healer will tell thee that the body, assisted by herbs and proper treatment, is a powerful force in curing itself, it is evident that some wizardry must be involved. Many times have I seen a healer apply a concoction that instantly removed all traces of a wound. No doubt magic is afoot!

Apothecaries

Not long after the cities were established, several members of the population set out to collect and transform herbs and plants into elixirs of magic. Some of these potions make one invisible, some induce sleep and some do nothing but fizzle. Regardless, potions are excellent tools for those without the ability to enchant, providing one can afford them.

Clothiers

Taking thread, weaving it into cloth and then sewing it to make apparel is an art unto itself. I have seen styles change during the past few hundred years, but the painstaking effort required to make clothing has always been something for which I have had no time. Therefore, I find the services of the clothier to be quite useful.

Shipwrights

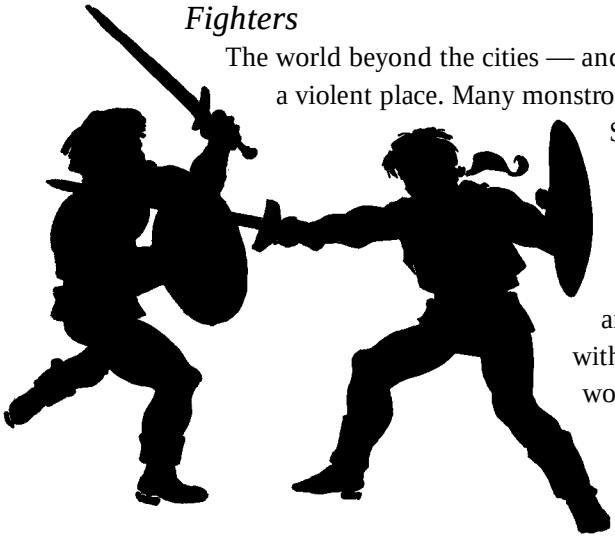
Normally, travel between the islands would be impossible for the common person (without the aid of magic, that is). To meet the needs of the poor souls forced to live without the luxury of the arcane arts, several craftsmen began building various watercraft and selling them to those who were planning voyages across the seas. To discourage the theft of such expensive vehicles, the people of Serpent Isle have established the practice of issuing deeds to ship buyers, thus denoting ownership.

Later note: Due to a decrease in the number of trips across the waters, no new ships have been constructed in the past several years and ship's deeds are things of the past. Thus, the once-common occupation of the shipwright has lost its value, forcing such builders to learn other trades.

Paths Through Life

Often many people determine that the life of a trader or artisan is too sedate. These individuals, in search of excitement and novelty, take up adventure and exploration. Their motives are as varied as they, themselves, are. Some seek to discover the unknown, others travel throughout the civilized lands learning from the populace. Still others strive for glory and honor. Regardless of the inspiration, two elements bring them all together: knowledge and danger.

Fighters



The world beyond the cities — and sometimes within — can be a violent place. Many monstrosities indigenous to the Serpent Isle have a blood-thirsty hatred for humans, and even some non-sentient plants have lethal forms of protection. Fighters take up arms and armour to do battle with foes both natural and other-worldly. Some warriors travel great distances to receive proper training. Others learn directly upon the battlefield of life. Fighters discover early the importance of strength, agility and perception, else they die. Skilled with many weapons, fighters compose the bulk of the adventure-minded population and are often the protectors of entire communities.

Bards

Warrior, singer, story-teller and sage: the bard is all of these and more. Quick with wit or crossbow, bards have their place in the adventuring world. Fighters seek them out for their attention to detail and their ability to recall daring exploits in vivid imagery. And we mages tolerate them for their charismatic skills of diplomacy, which we so often lack from too much time spent in solitary pursuits. I have recently heard a saying that best sums up all that is a bard: A bard's value to society is measured in how well history is retold.

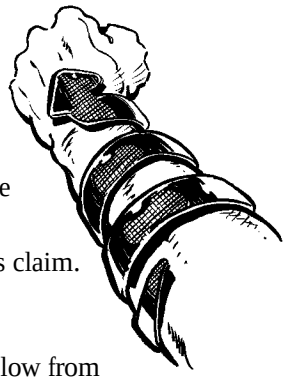
Mages

When I make my notes about spell-casting, I will better describe the true essence of mages and our craft. However, here I will simply list what makes a young person choose a profession in the mysterious and unforgiving world of magic.

There is a saying among our kind: Mages are born, not made. This seems accurate, for those of us who pursue magic begin at an early age. I remember well my affinity for enchantments in my youth. My senses exploded with life, detecting the waves of ether before I was even old enough to know what ether was! Within a few years I had already started collecting reagents, finding the natural ingredients with uncanny ease. While not all wizards were that proficient so early in their lives, I have met precious few who claim to have learned spellcraft after mastering a previous trade.

We mages are born with a sharp mind able to understand unusual concepts and suspend mundane beliefs. Bards may be cunning, but wizards are the only ones who can truly grasp the intangible waves of ether and shape them to our bidding. Beware the wizard who is angry, for there is no wrath like that of one who can command the elements.

Arms and Armour



Though I have no need for such provisions, many are the common journeymen who find use in weapons and armour, and longer-lived is the adventurer who chooses such items wisely. My disregard for arms and such leaves me inexperienced, but I have overheard enough loose tongues spewing tales of heroic bravado that I can relate what others claim.

Armour and Shields

Amour's main use lies not in its ability to prevent another's blow from landing, but from its ability to prevent, or at least decrease, damage caused by the opponent's strike. Most armour is pieced together to cover six main regions of the body. The three most vital are the torso, neck and head. While most defenders naturally protect these three areas more than their extremities, limbs are also integral to survival. Thus, it is important to provide armour for all parts of the body, including the remaining three regions — the arms, legs and feet. While these latter three are easier to live without, the appendages are directly in the line of fire, if thou wilt permit the turn of phrase, and therefore struck more often.



Armour is crafted from four types of material: leather, metal scales, chain mail (or chain links) and metal plates. For the most part, the thicker the material, the higher the level of protection. In addition, the thicker the material, the heavier and more expensive it is. Leather, being light and inexpensive, is useful for those less likely to face powerful foes. But were one to enter a war-torn battlefield without metal armour of some sort, I would assume the warrior poor, weak, or fatally foolish!

Although a shield serves the same function as armour, its form is entirely different. A shield does little to reduce the effects of a blow; its main purpose is to deflect attacks away from the fighter. Personally, I see little difference, but many warriors have sworn to the distinction. I do, however, know that the experienced combatant wears the best armour and carries the sturdiest shield that money can buy and endurance will permit.

Weapons

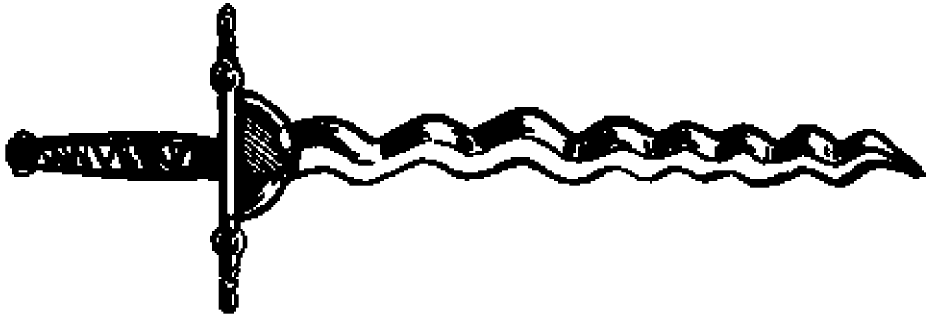
According to sources, the simplest definition of a weapon is anything that extends the range and enhances the wounding capability of the wielder. I cannot argue, for that sounds logical to me.

Weapon selection seems to be as important a decision as armour selection, as each type leads to a variety of effects. There are four main types of weapons: bludgeoning, cutting, piercing and projectile. Apparently, some weapons blur the distinction, their versatility making them exceptionally valuable.

Swords are very useful, as blades slice through skin quite easily. The main drawback, it appears, is that armour is very effective protection against them. In contrast, blunt weapons such as maces and clubs deliver their punch, limited though it might be, based on the brute strength of the wielder, nearly ignoring the protection of the target.

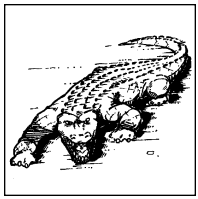
The third weapon type, piercing, performs much like cutting weapons. Piercing weapons require less force to penetrate armour but leave more devastating wounds upon the flesh. And projectile weapons, often referred to as missile weapons, include any tool that permits the attacker to strike at a distance.

As far as I can see, many of these weapon types do overlap. Most swords can cut and pierce; a two-handed sword can bludgeon and cut; an arrow is a piercing missile weapon; and a slung rock is a bludgeoning projectile. Presumably, it is up to the individual warrior to chose a preferred form of attack based on his or her personal strengths and weaknesses. To be candid, I find the *Vas Corp Hur* spell much more effective.

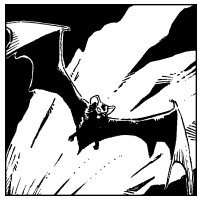




Acid Slug



Alligator



Giant Bat

BESTIARY

As I had expected, the fauna here bear much resemblance to the creatures we left behind. Once part of Sosaria, Serpent Isle has changed little since the days before Mondain. However, it behooves me to record the details of all observable life here, however common, if for no other reason than to compare it to that in Sosaria. There are, no doubt, indigenous lifeforms unknown to me. I leave it to the more adventurous to discover them and report to me their findings, that I may update this list in the future.

Acid Slug. Much larger than its cousin, the common slug, the acid slug prefers habitats far below ground. The creature's slimy covering is quite acidic, burning easily through metal and flesh alike. If it is like its Sosarian counterpart, fire is the most potent way in which to combat one.

Alligator. This large, amphibious lizard is quick and dangerous, utilizing all of its extremities in battle.

Bat, Giant. As its name implies, this is an enlarged version of the common bat, a small flying mammal capable of sensing creatures in total darkness. Their nests are found most often in caves and other areas where little light is present.

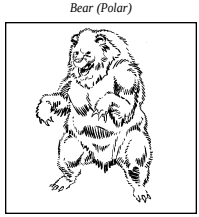
Bear. This ursine creature stands well over a man when fully upright. Able to easily rend flesh with their teeth and claws, bears are quite fearsome opponents, especially when their lairs are threatened.

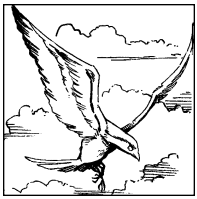
Bear, Polar. Like its brother from warmer climes, this bear is a terrifying predator. The most notable difference between these and ordinary bears is the color of their fur, white as white can be. Polar bears usually inhabit the cooler regions of the land and hibernate longer than do other bears.

Bear

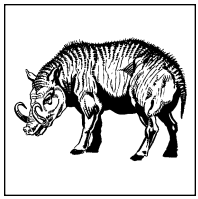


Bear (Polar)





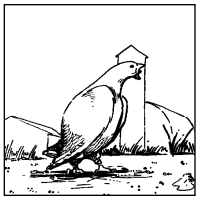
Bird



Boar



Cat



Chicken

Bird. A variety of avian creatures inhabit the land, though an attractive silver-winged creature seems the most prevalent. Preferring fruits and vegetables, birds rarely attack people, though I have witnessed a few that were so inclined. One of the most colorful birds, the parrot, is even rumored to be able to converse in human language.

Boar. This wild creature displays a nasty temperament. Though boar's meat is quite delectable, fear of being gored by a tusk leads many to seek less violent sustenance.

Cat. The stereotyped familiar of wizened mages (another myth I hope to dispel), cats populate the nooks and crannies of every area of civilization. Little more than a nuisance, they do seem to possess the cunning necessary to survive in big cities.

Chicken. Cowardly birds with little or no ability to fly, chickens are an excellent source for both meat and eggs. I have yet to see any that are not domesticated.

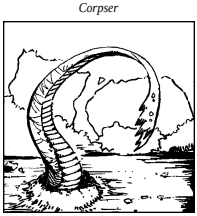
Corpser. A thorough description of this vile ghoul has never been compiled, for no one has ever survived a close encounter with one. However, once one has made its presence known, it can be identified easily by the tentacles it forces up through the ground to grasp its prey. As with the acid slug, fire is the only reported way to slay a corpser.

Cow. This large domestic mammal is our main supply of milk and beef.

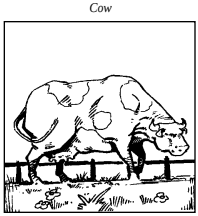
Cyclops. Cyclops are giant, man-like creatures recognized by their lone eye centered in the forehead. Fond of large bludgeoning weapons, such as clubs and boulders, cyclops make deadly combatants.

Daemon. These evil, red-hued beasts hold even less love for mankind then we do for them. They call themselves “Gargoyles,” but a change in name is not a change in disposition.

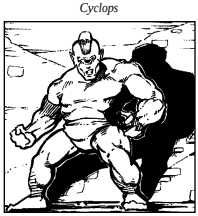
Corpser



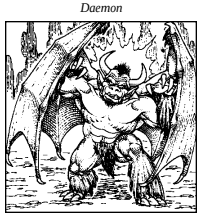
Cow



Cyclops

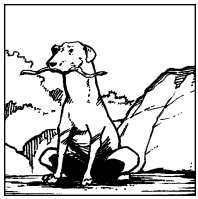


Daemon

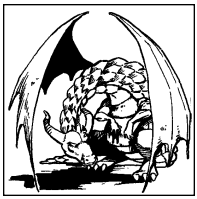




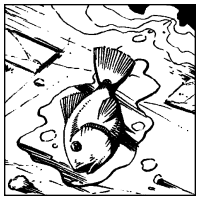
Deer



Dog



Dragon



Fish

Deer. Another source of meat, deer inhabit the forests. Their antlers are more than adequate defense against most predatory beasts.

Dog. A versatile creature, the dog is many things to many people. Partner to the hunter, aid to the parent, companion to the child and defender to the family, the dog is indeed man's best and most reliable friend.

Dragon. Similar to the ferocious, flying lizards of old Sosarian fame, the dragons here differ primarily in appearance. Ice dragons have white-blue scales and spew flames of blue death.

Fish. Fish are nothing more than food from the rivers. While some contend that larger members of the species oft times display a fair amount of intelligence, I have yet to know one serve better than on my plate.

Fox. Lesser relatives to both wolves and dogs, these cunning animals prefer smaller creatures to fill their diet.

Frost Serpent. A distant relative of the Sea Serpent of Sosaria, these serpents prefer the icy arctic waters of the North.

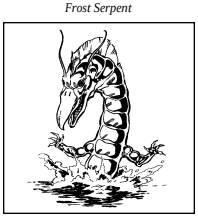
Gazer. Hovering orbs of flesh, gazers seem to spend all their time in search of prey. Their name comes from their multiple eyes, all but their central eye extending from tentacle-like arms. Having faced one in battle, I can report that a gazer's death results in an explosion of swarming insects.

Ghost. Manifestations of the remains of the deceased, ghosts are known for their ability to ignore most natural laws, floating about at whim. Presumably in deference to their origin, ghosts tend to gravitate toward locations relevant to the dead.

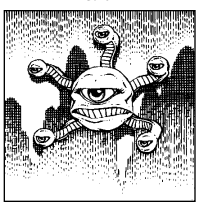
Fox



Frost Serpent



Gazer

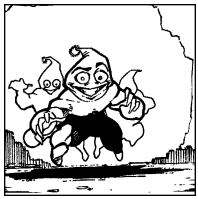


Ghost

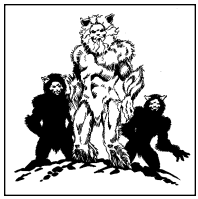




Goblin



Gremlin



Gwani

Goblin. The result of ancient magical experimentation (poorly conducted experimentation, I am sure) goblins only vaguely resemble the men from whom their forebears sprang. Although some attempt has been made to civilize them, surliness still dominates their nature.

Gremlin. It is difficult to identify individual traits of these bothersome creatures, for they always travel in bands. Quite cowardly, they are a greater threat to one's food supply than to oneself. I have heard of, but not seen, a few who use magic.

Gwani. These white-furred creatures appear to be a cross between men and apes. Despite their unusual form, the combination seems more natural than magical and I have seen no evidence they have any familiarity with magic. There is some element of civilization in their culture, however slight, for I have seen them entomb their dead in the icy lands that they inhabit. If such is possible, I hope to find a way to communicate with them soon.

Harpy. This abhorrent cross between human and bird is as vile in behavior as it is in appearance. Harpies favor an attack from the air, seeking to utilize their hawk-like talons.

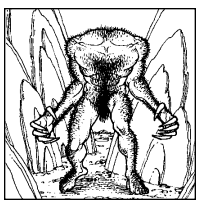
Headless. As the name implies, these are creatures without heads. Barring that difference, albeit significant, these bipedal beasts resemble humans. I have not yet captured one for study, but the ease with which they act without apparent senses defies logic.

Ice Corpser. Even less is known about these vile beings than their slightly more common namesake. Again, only ice-like tentacles have ever been seen by humans who lived to retell the tale.

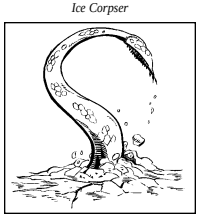
Harpy



Headless



Ice Corpser

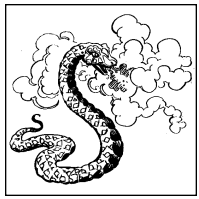




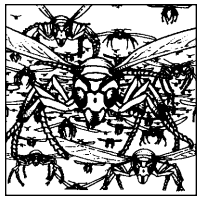
Ice Elemental



Ice Troll



Ice Worm



Insect

Ice Elemental. Composed entirely of ice, this bipedal creature attacks with swinging, stone-like arms.

Ice Troll. Much like true trolls, these are nothing more than brigands and killers. However, their cold nature makes them even more dangerous, for the nearer one comes to an ice troll, the lower the surrounding temperature drops. Sadly, I have witnessed a man quite literally freeze to death while combating one of these terrifying monsters.

Ice Worm. Large, squirming creatures without appendages, it is from these beasts that we get our supply of a rare reagent, *worm's heart.*

Insect. This term refers to a great variety of tiny, six-legged creatures. Some fly, some bite, some travel in swarms, but all are a nuisance.

Mongbat. In appearance, a cross between a small boy and a bat, this nimble creature is capable of quick, aerial strikes. Fortunately, a mongbat's small size renders its attack little more than a painful nuisance.

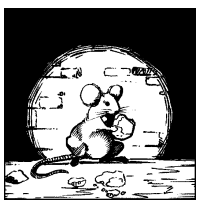
Mouse. One of the smallest rodents known, this scavenger is quite useful as a test subject in spell research.

Mummy. Apparently a form of undead, the mummy seems to be nothing more than a dead person wrapped entirely in rotting bandages. I know not whether there is a connection, but what history of this land I have chanced upon indicates that the original civilizations buried their dead in a similar manner, wrapping the corpses completely in strips of cloth.

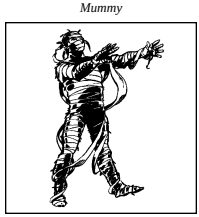
Mongbat



Mouse



Mummy





Penguin



Phoenix



Rabbit

Penguin. These are flightless, black and white aquatic fowl. Their slow movements would make them easy prey for humans, were penguin worth eating.

Phoenix. This unique, orange-plumed bird lives for a thousand years, then returns to its nest and dies. But if its body is then burned, the phoenix rises from the ashes and lives again for another thousand years.

Rabbit. Another scavenging rodent, the rabbit is quite fond of the carrots found on many farms.

Rat, Giant. Much larger and fiercer than its smaller brother, the giant rat is the king of carrion. When several are found together, what little fear they possess for humans vanishes entirely. Both here and back in Sosaria, we sought to eliminate the local population with poison, but whatever it is in their metabolism that causes them to feast on refuse has also granted them immunity to most toxins.

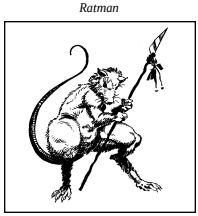
Ratman. These half-men, half-rats are the scourge of Moonshade. They infest the catacombs beneath that city, preventing access to the underground. There are far too many for us to overcome, but some day the time will arrive to purge the catacombs.

Reaper. The cruel spirit of a living plant, the reaper is a most devastating hunter. Although tethered by roots to one location, the reaper possesses tentacle-like branches strong enough to grasp even the stoutest of warriors. In addition, the creature's magical abilities permit it to fling awesome bolts of lightning. While its natural intangible form prevents harm to a reaper, its body is simply the wood of the dying tree it has inhabited. Killing its host tree renders a reaper powerless.

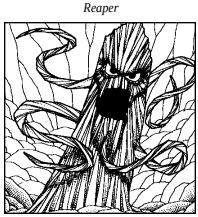
Rat (Giant)

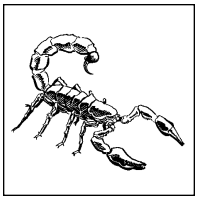


Ratman

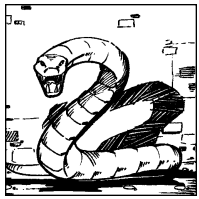


Reaper

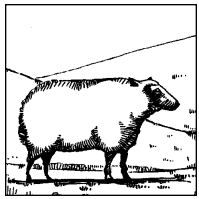




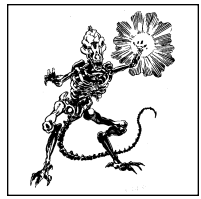
Scorpion



Serpent



Sheep



Skeletal Dragon

Scorpion. This giant arachnid is a most fearsome creature, as its large size gives it the power to hunt even humans as food. It is fond of gripping prey in its pincers and then using its tail to inflict a paralyzing sting.

Serpent. Serpents are large, predatory snakes. Their lightning reflexes permit them to strike quickly, usually killing their targets with little effort.

Sheep. Another domesticated animal, sheep are our source for mutton and wool.

Skeletal Dragon. Some dragons reach heights of great intellect, learning so much that they lose the need for their corporeal forms. After time has ravished their scales and flesh, only the mind remains intact, caged in the gray-white bones of the original body. Such monstrosities continue their accumulation of power, far surpassing the strength of their living counterparts.

Skeleton. The undead remains of warriors from ages past, skeletons fight just as well as their living, fleshy counterparts. Until animated, one skeleton appears no different from another, so the wise traveller will always beware when encountering a disinterred pile of bones.

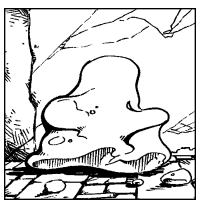
Slime. It is difficult to describe these creatures in any way other than to repeat their name. They reproduce through division, sometime initiated by opponents' blows; they can quickly increase size by melding with other slimes. A useful tool for combating slimes is a lit torch, for fire hampers their ability to divide and, therefore, to reproduce.

Snow Leopard. Snow leopards are large, sleek felines native to colder climates. These man-eating beasts are equipped with sufficient claws and fangs to shred other creatures in a surprising flash of movement.

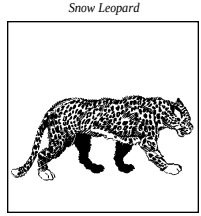
Skeleton

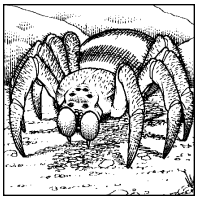


Slime



Snow Leopard





Spider (Giant)



Stone Harpy



Swamp Tentacle

Spider, Giant. The giant spider prefers to spin its web in darkness, hoping the lack of light will assist in securing a victim. Not only is its bite poisonous, but it can spray the same poison considerable distances.

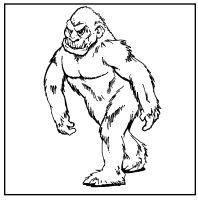
Stone Harpy. Harpy is a misnomer, for the name actually refers to any enchanted statue capable of human-like animation. In general, these stone constructions are used to guard valuables long-since secreted away in dark tombs.

Swamp Tentacle. Like the corpser, nothing has been observed of these beasts save their appendages, which seem designed to pull hapless victims into the murky depths of the monsters' home.

Troll. Trolls are nothing more than bandits: large, fearsome bandits, perhaps, but bandits nonetheless. They set upon their targets with heavy bludgeoning weapons, hoping to stun or kill the victim quickly and claim its possessions as booty. Like as not, a troll will select for its home a secluded bridge.

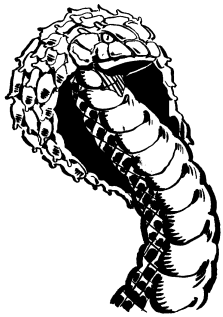
Wolf. Larger than either dog or fox, wolves are among the most efficient hunters of the wild, travelling in fearsome packs across the plains. Their prey of choice is other animals, from the rodent to the sheep. However, in desperation, a few have been known to set upon humans, though only when with the pack.

Troll



Wolf

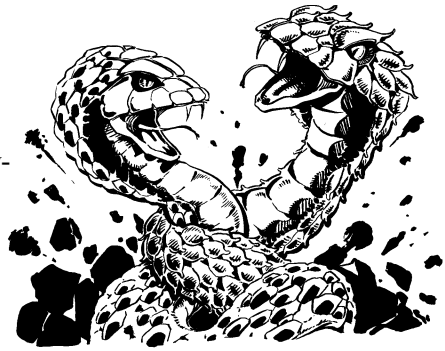






MYSTIC ARTS

Components of Casting



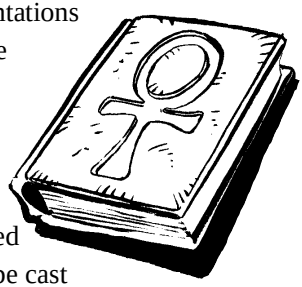
I write this down for the edification of no one, for I doubt I will wish these words to reach anyone's eyes save mine. However, as I have already noted, posterity is a strong motivator. Therefore shall I document a layman's version of the study of magic.

As an interesting note, some of my earlier spells no longer function here in the new land. Interestingly enough, I have discovered differing spells on the Serpent Isle that perform similarly, in addition to spells of entirely new natures with unique reagents and words of power. I expect the colder climate has much to do with this difference, as freezing temperatures are far more hazardous here than fire is. Perhaps, too, this relates to the still unknown culture that predates our presence here. Alas, it may be several lifetimes before we learn the truth about their disappearance.

There are three main aspects of spellcasting: the grimoire, or spell book; the reagents; and the words of power.

Spell Book

The spell book is the most fundamental facet of casting, for within it lie the complete details for every spell in the mage's repertoire. Descriptions of the necessary reagents, explanations for the words of power and listings of the incantations are all presented. Most such references are unreadable by the common person, but a wizened spell caster can understand any spell he has already learned. The more enchantments a wizard has in his spell book, the more powerful he becomes.



I might also note that I have discovered scrolls engraved with spells in this new realm. I know that such spells can be cast directly from their scroll (rendering them subsequently useless, unfortunately), and I am investigating the possibility that they can be transcribed into my spell book for repeated use.

Reagents

Here is the list of known reagents, the physical components necessary to transform matter into magical energy. While useless as individual parts, the various combinations, augmented by chanting and the proper use of a word of power, are quite effective for imbuing a mage with tremendous magical abilities.

Black Pearl. Though ultimately crushed for casting purposes, the rare black pearl must be perfectly spherical when collected. The powder is that element which gives some spells their propelling energy. Here on the Serpent Isle, the fishermen in Fawn find the only known supply.

Blood Moss. This reddish fungus, found only in the swamp south of Moonshade, usually grows on dead trees and is found between the bark and the outermost ring of wood. Blood Moss is used to instill a spell with the power to increase speed and mobility.

Blood Spawn. This reagent is formed in quite an unusual way. Stoneheart, the red rock collected from stalagmites, must be crushed and then combined *with the blood of the caster*! Blood spawn is an additive reagent that enhances the power of several inner circle offensive spells. Needless to say, perhaps, this reagent is not one to be bought and sold.

Garlic. Though the grated seasoning is found in any well-maintained kitchen, the reagent is ground to a fine, odorous paste. Garlic is the reagent that permits the casting of protective enchantments. The horticulturists in Fawn have begun to sell their garlic in reagent form for a fair price.

Ginseng. Another reagent found in Fawn, this root must be boiled in stream water 40 times until it becomes a syrup. Known for its curative properties, ginseng is generally prepared in greenhouses, where it can be treated immediately after it is collected.

Mandrake Root. This is, perhaps, the most difficult reagent to procure, for the method of collection requires precise cutting below the mucky bed of a swamp. Once boiled and dried, mandrake root is an excellent power enhancer for many spells. The swamps of Gorlab have a large supply of the natural root; it grows on Monk Island, as well, I am told.

Nightshade. Great care must be taken when preparing this mushroom, for it is highly poisonous. By boiling the caps in tea or crushing the entire fungus, the deadly nightshade transforms into a useful reagent to aid spells designed to damage another individual. Nightshade is found in the soft mud of Gorlab swamp.

Serpent Scales. Spells gleaned from the serpent ruins require a peculiar reagent, serpent scales. However, untreated snake scales are useless, and the ancient method of preparation has been lost. The only known supply of this ancient reagent is within the serpent ruins themselves.

Spider's Silk. Although the strands from any spider's web will suffice, it is very trying to find enough silk from any one web. Many mages raise their own spiders, hoping to gather the webs the way a farmer squeezes milk from a cow. However, I have noticed

the Isle of Crypts, filled with the dead, is home to more spiders than I could ever have possibly imagined, with plenty of accompanying webs.

Sulfurous Ash. This is nothing more than the ashen remains of a volcanic eruption. Here in the new land, the adventurous gather such ash in the cavern known as Furnace — those whom the Daemons do not slay, that is.

Worm's Heart. This reagent, cut from the innards of the ice worm, is useful to a variety of unusual spells, often allowing enchantments involving snow or cold.

Words of Power

While the list below appears to be nothing more than an amalgamation of unrelated syllables, the words of power hold great significance. When spoken aloud, the words are the summation of the energy required to supplement, or rather, to complement the incantations and the reagent. To some extent, the words of power are the very spells themselves!

Much research has gone into the perfection of these words. Their rhythm, pronunciation and inflection must be performed with precision, for a simple mistake can radically alter the effects of a spell. Legend holds, for example, that a mage could metamorphose into a cow while intending to take the form of a dragon.

The list presented here is, to the best of my knowledge, a compilation of *every* known syllable that can be combined to form one of the words of power.

Syllable	**Meaning**
AN	Negate / Dispel
BET	Small
CORP	Death
DES	Lower / Down
EX	Freedom
FLAM	Flame
FRIO	Cold
GRAV	Energy / Field
HUR	Wind
IN	Make / Create / Cause
JUX	Danger / Trap / Harm
KAL	Summon / Invoke
LOR	Light
MANI	Life / Healing
NOX	Poison
ORT	Magic
POR	Move / Movement
QUAS	Illusion
REL	Change
SANCT	Protect / Protection
TYM	Time
UUS	Raise / Up
VAS	Great
WIS	Know / Knowledge
XEN	Creature
YLEM	Matter
ZU	Sleep

SPELLS

The nine circles of magic are as profound and complex a study as any other in the realm. Each circle represents a ring of waves within the Void known as the ether, the envelope of energy that enables all spellcasting. The spells found on the outermost ring are learned first, and skilled mages will have most or all in their spell books. However, as a mage strives for each successive circle, the spells become more difficult to learn and master. Only wizards of the higher circles are able to grasp the essence of the innermost spells. Here, listed by circle, are descriptions of all known spells, including their required reagents and words of power.

First Circle of Magic

IN MANI YLEM (Create Food)
Reagents: Garlic, Ginseng, Mandrake Root
This spell calls forth enough food to address the hunger of the caster and any dinner guests, as if a single meal had been served.

AN NOX (Cure)
Reagents: Garlic, Ginseng
This spell neutralizes the effects of all poisons on its subject, including those of a paralytic nature.

WIS JUX (Detect Trap)
Reagents: Nightshade, Spider's Silk
This spell locates all traps near the caster.

VAS AN FLAM (Great Douse)
Reagents: Garlic, Spider's Silk
As its name implies, this spell puts out all flames within view of the caster.

VAS IN FLAM (Great Ignite)
Reagents: Sulfurous Ash, Spider's Silk
This spell causes all combustibles in the area to burst into flames.

IN LOR (Light)
Reagent: Sulfurous Ash
This spell brings into being a mobile source of light that lasts for half an hour.

IN WIS (Locate)
Reagent: Nightshade
This spell identifies the area occupied by the caster when the spell is cast.

ORT POR YLEM (Telekinesis)
Reagents: Black Pearl, Blood Moss, Mandrake Root
This spell enables the caster to manipulate an object without the application of physical force.

Second Circle of Magic

AN ZU (Awaken)
Reagents: Garlic, Ginseng
This spell pulls one individual from the trance of sleep, whether sleeping from fatigue or enchantment.

AN JUX (Destroy Trap)
Reagents: Blood Moss, Sulfurous Ash
When cast upon a specific trapped item or location, this spell eliminates both the threat of harmful effects and the trap itself.

REL YLEM (False Coin)
Reagents: Nightshade, Sulfurous Ash
When cast upon any coin, this spell creates five such coins in its place. However, the spell will fail when cast upon another such magically created duplicate.

VAS FRIO (Cold Blast)
Reagents: Black Pearl, Sulfurous Ash, Worm's Heart
This creates a projectile sphere of cold energy, much like a snowball, though with significantly greater capacity to inflict wounds.

VAS LOR (Great Light)
Reagents: Mandrake Root, Sulfurous Ash
This spell performs like the *Light* spell, but with four times the duration.

MANI (Heal)
Reagents: Garlic, Ginseng, Spider's Silk
This powerful enchantment speeds up the healing process of most wounds, as if the afflicted were to rest for a great many days.

VAS AN NOX (Mass Cure)
Reagents: Garlic, Ginseng, Mandrake Root
This spell acts just like the *Cure* spell, except that it can cure all toxins afflicting the caster and those with him.

UUS SANCT (Protection)
Reagents: Garlic, Ginseng, Sulfurous Ash
Not only does this spell reduce the subject's vulnerability to attack, it also temporarily eliminates the possibility of harm from traps and other similar hazards.

Third Circle of Magic

DES SANCT (Curse)
Reagents: Garlic, Nightshade, Sulfurous Ash
This spell severely hampers the subject's abilities in combat, affecting both defensive and offensive qualities.

ORT YLEM (Enchant Missiles)
Reagents: Black Pearl, Mandrake Root
Affecting an entire bundle if present, this spell enchants arrows and bolts so as to enhance their effectiveness.

WIS JUX YLEM (Columna's Intuition)
Reagents: Black Pearl, Garlic
This spell identifies sources of possible danger by imbuing the source with radiant luminescence. This spell is noticeably more effective away from populated areas.

VAS UUS SANCT (Protect All)
Reagents: Garlic, Ginseng, Mandrake Root, Sulfurous Ash
This spell is a more advanced version of *Protection*, affecting all members of the caster's troupe.

AN POR (Paralyze)
Reagents: Nightshade, Spider's Silk
This spell renders the subject immobile for a relatively short duration.

IN ZU (Sleep)
Reagents: Black Pearl, Nightshade, Spider's Silk
This spell puts the subject to sleep for a varying length of time.

REL WIS (Translation)
Reagents: Black Pearl, Mandrake Root, Spider's Silk, Sulfurous Ash
Once cast, this spell temporarily enables its subject to understand unknown languages, including ancient runes and text. It is very useful for the scholarly mage.

Fourth Circle of Magic

REL POR (Blink)
Reagents: Blood Moss, Mandrake Root
This is a very limited form of teleportation, magically transporting the caster and any companions to a new location about twenty paces from their original location. *Blink* will *not* permit the subjects to pass through locked doors or other impenetrable areas.

AN XEN JUX (Deter)
Reagents: Garlic, Spider's Silk
This spell often discourages hostile, non-sentient animals from attacking its subject.

IN VAS LOR (Flash)
Reagents: Mandrake Root, Sulfurous Ash
This spell creates an ephemeral, brilliant glow, blinding all creatures within the affected area, save the caster.

VAS DES SANCT (Mass Curse)
Reagents: Garlic, Mandrake Root, Nightshade, Sulfurous Ash
This spell acts like the Third Circle spell *Curse*, but affects all opposing creatures present.

WIS QUAS (Reveal)
Reagents: Blood Moss, Sulfurous Ash
This spell reverses the effects of all enchantments of invisibility.

REL ORT WIS (Transcribe)
Reagents: Black Pearl, Spider's Silk
This spell enables the caster to copy spells found on scrolls and the like, without needing to buy the actual spell book page from another wizard.

EX POR (Unlock Magic)
Reagents: Blood Moss, Sulfurous Ash
This spell unlocks a magically locked door.

Fifth Circle of Magic

KAL XEN (Conjure)
Reagents: Mandrake Root, Spider's Silk
Despite its name, this spell actually summons, rather than conjures, a wild beast to fight for the caster.

VAS FRIO HUR (Explosion)
Reagents: Blood Moss, Black Pearl, Mandrake Root, Sulfurous Ash
This spell sends a large sphere of blue flame that explodes on contact at a designated target.

VAS MANI (Great Heal)
Reagents: Garlic, Ginseng, Mandrake Root, Spider's Silk
This spell removes all wounds on its subject.

SANCT LOR (Invisibility)
Reagents: Blood Moss, Nightshade
This spell renders its subject invisible, undetectable to all visual senses.

VAS ZU (Mass Sleep)
Reagents: Ginseng, Nightshade, Spider's Silk
This spell makes all opponents in the area fall asleep.

UUS VAS GRAV (Surprise)
Reagents: Black Pearl, Garlic, Mandrake Root, Sulfurous Ash
As I am the creator of this spell, others call it *Erstam's Surprise*. This spell creates great clouds of gasses that inflict a variety of effects on those who breathe them — poison, sleep and fear being the most common.

Sixth Circle of Magic

AN XEN EX (Betray)
Reagents: Black Pearl, Nightshade, Spider's Silk
This spell encourages its subject, a foe to the caster, to change sides in a battle and fight against former comrades.

AN QUAS (Dispel Illusion)
Reagents: Garlic, Mandrake Root, Nightshade
This spell destroys the knots of force that create an illusion, affecting structures and creatures alike.

QUAS WIS (Cause Fear)
Reagents: Garlic, Mandrake Root, Nightshade
This powerful spell magically terrifies all members of an opposing force, making the more cowardly ones flee.

IN FRIO GRAV (Fire Field)
Reagents: Black Pearl, Worm's Heart, Spider's Silk, Sulfurous Ash
This spell creates a field of blue flame that damages those who try to cross it.

KAL FRIO GRAV (Fire Ring)
Reagents: Black Pearl, Worm's Heart, Mandrake Root, Spider's Silk, Sulfurous Ash
This spell is identical to *Fire Field*, save that it forms a protective ring of blue flame.

VAS IN FRIO GRAV (Cold Strike)
Reagents: Blood Moss, Black Pearl, Worm's Heart, Sulfurous Ash
This spell creates a temporary field of blue flame at the feet of all hostile creatures in the area.

IN JUX YLEM (Create Missile)
Reagents: Blood Moss, Ginseng, Sulfurous Ash
This spell creates missiles for either bows or crossbows, depending on which weapon the caster's party has more of. (If the party has none, or an equal number of each, the spell creates arrows.)

IN ORT XEN (Create Automata)
Reagents: Mandrake Root, Sulfurous Ash, Spider's Silk, Serpent Scales
This spell, new to me, requires *Translation* to understand it. Apparently, it repairs a broken "automaton." I am unsure what the original creators of the spell intended, but it seems the only value of such a repaired "automaton" is as a pack-mule.

Seventh Circle of Magic

IN SANCT GRAV (Energy Field)
Reagents: Black Pearl, Mandrake Root, Spider's Silk, Sulfurous Ash
This spell creates a field of energy that harms any who try to pass through it.

IN HUR GRAV YLEM (Energy Mist)
Reagents: Blood Moss, Mandrake Root, Nightshade, Sulfurous Ash
The harmful mist of energy created by this spell flows directly from the caster to its intended target.

VAS AN ZU (Mass Awaken)
Reagents: Garlic, Ginseng
This spell acts just like the Second Circle spell *Awaken*, except that it affects all nearby allies of the caster.

IN VAS POR (Mass Might)
Reagents: Black Pearl, Ginseng, Mandrake Root
This spell enhances all physical and mental abilities that affect combat, doubling their effectiveness up to the maximum humanly possible.

IN HUR NOX (Poison Mist)
Reagents: Blood Moss, Nightshade, Sulfurous Ash
This spell creates a stationary area of mist that poisons all who enter it.

VAS MANI (Restoration)
Reagents: Garlic, Ginseng, Mandrake Root, Spider's Silk
This is the definitive spell for healing, affecting all members of the caster's group. Any harmful effects, whether from poisons, wounds or curses, are eradicated by *Restoration*, as long as its subjects are still alive.

AN GRAV EX (Vibrate)
Reagents: Black Pearl, Blood Moss, Mandrake Root, Spider's Silk
This unusual spell surrounds a specified target with intense physical energy, as if a giant troll were grasping the target and shaking it to find loose gold. The effect not only damages its subject, but also loosens any hold on possessions.

ORT GRAV (Lightning)
Reagents: Black Pearl, Mandrake Root, Sulfurous Ash
This spell shoots a bolt of electrical energy at a specified target.

Eighth Circle of Magic

IN FRIO (Create Ice)
Reagent: Worm's Heart, Spider's Silk
This spell creates a block of ice that immobilizes its target for a short time until the block shatters, freeing the trapped individual. *Create Ice* can also be created on an area, forming an impassable barrier for a limited duration.

CORP POR (Mind Blast)
Reagents: Blood Spawn, Black Pearl, Nightshade, Sulfurous Ash
This spell, whose effect is greatly based on the mental powers of the caster *and the target*, releases a bolt of lethal energy.

TYM VAS FLAM (Delayed Blast)
Reagents: Blood Moss, Black Pearl, Mandrake Root, Spider's Silk, Sulfurous Ash
This spell forms a magical sphere designed to explode after eight seconds of delay, damaging all who are near the blast.

POR YLEM (Fetch)
Reagents: Blood Moss, Black Pearl, Mandrake Root
This is the more advanced version of the First Circle spell *Telekinesis*, permitting the caster to reach any object in view, regardless of location or barriers.

KAL FRIO XEN (Invoke Snow Serpent)
Reagents: Blood Moss, Garlic, Spider's Silk, Worm's Heart, Serpent Scales
This complex spell summons a fearsome snow serpent to aid the caster in battle.

KAL FRIO XEN EX (Serpent Bond)
Reagents: Blood Moss, Black Pearl, Garlic, Spider's Silk, Worm's Heart, Serpent Scales
This spell permits the caster to exchange forms with a targeted snow serpent, thus allowing new ways of travel for the duration of the spell.

KAL VAS FRIO GRAV (Firesnake)
Reagents: Garlic, Mandrake Root, Sulfurous Ash
This spell sends a trail of fire from the caster, across anything in the way, to explode at its target.

IN JUX POR YLEM (Swordstrike)
Reagents: Black Pearl, Blood Spawn, Mandrake Root, Nightshade
This spell creates a pinwheel of eight whirling blades, all designed to slice its target.

Ninth Circle of Magic

VAS CORP HUR (Death Vortex)
Reagents: Blood Moss, Mandrake Root, Nightshade, Sulfurous Ash
This spell calls forth a swirling mist of black death that will follow its target until that target falls to the ground dead or the spell duration passes.

VAS CORP (Mass Death)
Reagents: Blood Moss, Blood Spawn, Garlic, Ginseng, Mandrake Root, Nightshade
This very powerful spell instantly slays all enemies in view of the caster. However, the extreme amount of ether energy required to cast *Mass Death* leaves the caster near death as well.

VAS SANCT LOR (Invisibility All)
Reagents: Black Pearl, Blood Moss, Mandrake Root, Nightshade
This spell removes the caster and any allies from the visual perceptions of all others.

UUS VAS JUX YLEM (Spiral Missile)
Reagents: Blood Moss, Blood Spawn, Black Pearl, Nightshade, Sulfurous Ash
This spell is extremely useful against multiple enemies, for it sends a number of lethal bolts equal to the level of the caster toward random opponents.

AN HUR (Stop Storm)
Reagents: Black Pearl, Garlic, Mandrake Root, Spider's Silk, Sulfurous Ash
When disturbed by the constant fits of thunder and lightning spawned by a terrible storm, the caster can use this spell to calm the clouds and return clear skies.

KAL VAS XEN (Summon)
Reagents: Blood Moss, Garlic, Mandrake Root, Spider's Silk
This spell brings into being a mighty, but never pre-determined, creature to side with the caster against any foes.

AN TYM (Time Stop)
Reagents: Blood Moss, Garlic, Mandrake Root
This spell renders all but the caster and any friends immobile for what appears to be twenty seconds. As the spell actually halts the passage of time, the real duration of *Time Stop* has been a subject of great debate.

KAL VAS AN GRAV (Imbalance)
Reagents: Nightshade, Sulfurous Ash, Worm's Heart, Serpent Scales
This chaotic spell is difficult to control and should be cast only in dire emergencies. Its result is a wave of fire fields, explosions and streaks of lightning.

AFTERWORD

The information I have compiled has taken several centuries to collect, for much has changed since our arrival. Now that this is done I am forced to wonder who will ever see my work. My fellow islanders know as much as they care to, and those still in Lord British's realm are unlikely to have the opportunity to benefit from the wisdom compiled in this tome. Nothing came of our attempts to contact Sosaria, save the broken hearts of more than one sailor's spouse.

However, I do not regret my efforts here, for now I, myself, have a valuable source of information. My people's history, this island's history — as much as we have discovered — and the land's creatures are all described within. As I sit back in momentary relaxation, free from my self-appointed task as scribe, I am able to cease observing my surroundings and begin absorbing them. I can hear the crackle of the fire and the buzzing of a bothersome fly. I can hear a roar outside — no doubt another teleportation storm preparing to rage across the landscape. And I can hear the sound of shutters clattering against the window sill.

In a moment, I shall rise to close them and then return to pursue my studies on immortality … in a moment.

— Erstam

CREDITS

Producer Warren Spector
Project Leader Bill Armintrout
Creative Director Richard Garriott
Executive Producer Dallas Snell
Assistants to the Producer Alison Campbell, Beth Loubet

PROGRAMMING TEAM

System Engineers Brendan Segraves, Phil Sulak
Cinematics Coding & Mage Extraordinaire Philip Brogden
Sound Coding & Lead Usecoder Phil Sulak
Paperdolling & General System Coder Brendan Segraves
Usecoders Eric Brown, Todd Hartmann, Justin Lee McKinnerney, Herman Miller, Brendan Segraves, Mark Vittek, John Watson
Installation Rey Castro, Ken Demarest III
Sprite Meister Todd Hartmann
AIL Sound System John Miles
Bughunters & Code Optimizers Ken Demarest III, Zack Simpson, Tony Zurovec
Guest Coders Tony Bratton, Charles Cafrelli, Jeff Everett, Will McBurnett, Mike McShaffry, Jeff Wilson

DESIGN ASSISTANTS

World Building Brian Adams, David Beyer, Steve Powers, Mark Vittek
Types Meister Brian Adams
Graphics Meister Steve Powers
Kitchen Sink Meister Mark Vittek
Eggman David Beyer

WRITING TEAM

Initial Concept Sheri Hobbs, Bill Armintrout
Conversations Jack Herman, Andrew Morris, Lisa Smith, John Watson, Raymond Benson, Bruce Adams
Editing Beth Loubet, Bruce Adams, Joye McBurnett
Books & Scrolls Brian Adams, Jean-Marc Chemla, Roswitha Shoemake

ART TEAM

Scenery Bob Cook
Items Karl Dolgener, Glen Johnson
Portraits Bob Frye, Micael Priest
Creature & Figure Animation Glen Johnson, Steve Powers
Cinematics Denis Loubet

AUDIO TEAM

Music Composed, Arranged & Conducted by Dana Glover
Additional Music by Marc Schaefgen, Raymond Benson, Kathleen Jones, Herman Miller, David Watson, Kirk Winterrowd

Voices:
Great Earth Serpent & Dupré Denis Loubet
The Guardian Bill Johnson
Lord British Richard Garriott
Chaos Serpent Eric Brown
Order Serpent Phil Sulak

Vocal Recording & Processing Randy Buck
Sound Effects Marc Schaefgen
Additional Sound Kirk Winterrowd

QUALITY ASSURANCE TEAM

QA Director Jeff J. Shelton
Test Supervisor Scott Shelton
QA Project Leader Michael Chenault
Playtesters Marshall Andrews, Charles Angel, Don Derouen, Andrew Hofmann, Bill LaCoste, Starr Long, Ben Potter, Jason Smith, Dee R. Starns

DOCUMENTATION TEAM

Manuals Andrew Morris
Editing David Ladyman
Interior Art Glen Johnson, with Gary Washington and Denis Loubet
Map Art Terry Manderfeld
Manual Graphic Design Al Carnley
Box Graphic Design Jennifer Davis, Craig Miller

ORIGIN Systems, Inc. LIMITED 90 DAY WARRANTY.
ORIGIN warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase.

If the recording medium is found defective within 90 days of original purchase, ORIGIN agrees to replace, free of charge, any such product upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase. This warranty is limited to the recording medium containing the software program originally provided by ORIGIN. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. If failure of the software product, in the judgment of ORIGIN, resulted from accident, abuse, mistreatment of neglect, or if the recording medium should fail after the original 90-day warranty period has expired, you may return the software program to ORIGIN, at the address noted below, with a check or money order for $5.00 (U.S. currency), which includes postage and handling, and ORIGIN will mail a replacement to you. To receive a replacement, you should enclose the defective medium (including the original product label) in protective packaging accompanied by: (1) a $5.00 check (2) a brief statement describing the defect and (3) your return address. Canada and Foreign Orders Note: Only U.S. money orders are accepted.

Except as set forth above, this warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warrant of merchantability or fitness for a particular purpose, and no other representation of claims of any nature shall be binding on or obligate ORIGIN. In no event will ORIGIN be liable for special, incidental or consequential damage resulting from possession, use or malfunction of this product, including damage to property and to the extent permitted by law, damages for personal injury, even if ORIGIN has been advised of the possibility for such damages. Some states do not allow limitations on how long an implied warranty lasts and/or the exclusion or limitation of incidental or consequential damages, so the above limitation and/or exclusion or limitation of liability may not apply to you. This warranty gives you specific legal rights. You may have other rights that vary from state to state.

©Copyright 1993, ORIGIN Systems, Inc. ORIGIN, We create worlds and Ultima are registered trademarks of ORIGIN Systems, Inc. Avatar and Serpent Isle are trademarks of ORIGIN Systems, Inc. Lord British is a registered trademark of Richard Garriott. Electronic Arts is a registered trademark of Electronic Arts.

NOTE

This manual and the software described in it are copyrighted, with all rights reserved. Under the copyright laws, this manual or the software may not be copied, in whole or part, without written consent of Electronic Arts, except in the normal use of the software or to make a backup copy of the software. The same proprietary and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold, but all of the material purchased (with all backup copies) may be sold, given, or loaned to another person. Under the law, copying includes translating into another language or format.

You may use the software on any computer owned by you, but extra copies cannot be made for this purpose.